What Is Claimed Is:

1. A display object generation program executed by information processing equipment, the program performing the steps of:

displaying a skeleton model set for the display object on a display device;

displaying an input outline trace on the display device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display object image; and,

displaying the data of the expanded and converted three-dimensional display object image on said display device.

2. The display object generation program according to Claim 1, wherein

said skeleton model is constructed from a plurality of skeletal parts.

3. The display object generation program according to Claim 2, further performing the step of

converting said input outline trace into closed outline traces corresponding to each of said plurality of skeletal parts.

4. The display object generation program according to one of Claims 1 to 3, wherein

the skeleton model of said display object is displayed, on said display device, with the basic shape image of said display object and the skeletal parts constituting said skeleton model being superposed with each other.

5. The display object generation program according to Claim 1, wherein

said program constitutes a game program executed by said information processing equipment.

6. The display object generation program according to Claim 5, further performing the steps of

setting a basic body having a specific attribute parameter in advance for said skeleton model; and,

attaching an attribute parameter, obtained by modifying the attribute parameter of said basic body according to the ratio of the outline trace associated with said skeleton model to said basic body data, to the data of said expanded and converted three-dimensional display object image.

7. The display object generation program according to one of Claims 1 to 3, further performing

when there are a plurality of said input outline traces for said skeleton model, the step of converting said outline

traces into a single closed outline trace formed by connecting the outermost traces of said outline traces.

8. The display object generation program according to one of Claim 2 or 3, further performing

when said input outline trace is input to span a plurality of skeletal parts, the step of converting said input outline trace into closed outline traces for each of said plurality of skeletal parts.

9. The display object generation program according to Claim 6, wherein

the behavior mode of the generated three-dimensional display object is characterized by said attribute parameters.

10. The display object generation program according to Claim 6, wherein

said attribute parameter can be modified through selection of a texture to be applied to the generated three-dimensional display object.

11. The display object generation program according to Claim 6, wherein

said attribute parameter can be modified through the area of the closed outline traces associated with a plurality of skeletal parts constituting said skeleton model, or through the volume of the generated three-dimensional

object.

12. A display object generation method, wherein

a skeleton model, set for a display object, is displayed on a display device;

an input outline trace is displayed on the display device;

the input outline trace is associated with the skeleton model of said display object;

the outline trace associated with the skeleton model is expanded and converted into a three-dimensional display object image; and,

the data of the expanded and converted three-dimensional display object image is displayed on said display device.

13. A recording medium storing a display object generation program to be executed by information processing equipment, the program performing the steps of:

displaying a skeleton model, set for a display object, on a display device;

displaying an input outline trace on the display device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display

object image; and,

displaying the data of the expanded and converted three-dimensional display object image on said display device.

14. A recording medium storing a game program comprising a display object generation program to be executed by information processing equipment, the program performing the steps of:

displaying a skeleton model, set for a display object, on a display device;

displaying an input outline trace on the display device;

associating the input outline trace with the skeleton model of said display object;

expanding and converting the outline trace associated with the skeleton model into a three-dimensional display object image; and,

displaying the data of the expanded and converted three-dimensional display object image on said display device.